

## CLAIMS

What is claimed is:

1. A display method comprising the steps of:

projecting a moving image on a predetermined area in a game board of a game machine from the back of a panel; and

projecting a still image on the game board outside of the predetermined area, wherein a position, a number, and a size of said predetermined area where said moving image is displayed are set as parameters, and more than one parameter is changed at a predetermined time while the moving image and the still image are displayed.

2. A display method as defined in claim 1, further comprising the steps of:

changing more than one of said parameters when a state of the game machine changes during a game.

3. A display method as defined in claim 1, further comprising the steps of:

changing more than one of said parameters when a player comes close to or moves away from the game machine by at least one predetermined distance.

4. A display method as defined in claim 1 further comprising the step of projecting game machine information as the still image.

5. A display method as defined in claim 1 further comprising the step of displaying at least one of a broadcast and a distributed image as at least one of said moving and still images.

6. A display apparatus comprising:

a projection mechanism that projects an image from a back of a game board of a game machine; and

a control unit that causes the projection mechanism to project display a moving image on a predetermined area in the game board and causes the projection mechanism to project display a still image on the game board outside the predetermined area, wherein said control unit sets parameters including a position, a number, and a size of said predetermined area where the moving image is displayed, and wherein said control unit changes more than one parameter at a predetermined time, while the moving and the still images are displayed.

7. A display apparatus for a game machine as defined in claim 6, in which said control unit causes said projection mechanism to alter at least one of said parameters when the predetermined time equals a time of a change of a game state in the game machine.

8. A display apparatus for a game machine as defined in claim 6, further comprising means for inputting a game machine information image that displays game machine information of the game machine, and wherein

said control unit causes said projection mechanism to projection display the game machine information image as said still image.

9. A display apparatus for a game machine as defined in claim 6, further comprising means for inputting at least one of a broadcast and a distributed image, and wherein said control unit causes said projection mechanism to project the at least one of the broadcast and distributed image as at least one of said moving and said still images.

10. A display apparatus for a game machine as defined in claim 6, wherein said control unit causes said projection mechanism to alter at least one of said parameters when the predetermined time equals at least one of a time at which said control unit has determined that a player has come within a predetermined distance to the game machine, on the basis of a sensor signal outputted by a user sensor, and a time at which said control unit has determined that the player has moved away from said game machine more than a predetermined distance, on the basis of the sensor signal.

11. A game machine comprising the display apparatus for a game machine as defined in claim 6, further comprising a main control unit which causes said display apparatus for a game machine to projection display said moving image and said still image.

12. A game machine as defined in claim 11 further comprising:  
a user sensor that outputs a sensor signal permitting determination as

to whether a player has come within a predetermined distance to said game machine; and wherein said main control unit causes said display apparatus for a game machine to projection display said moving image and said still image such that at least one of said parameters is altered when the predetermined time equals at least one of s time at which said main control unit has determined that the player has come within the predetermined distance to said game machine, on the basis of the sensor signal outputted by said user sensor, and a time at which said main control unit has determined that said player has moved away from said game machine by more than said predetermined distance, on the basis of said sensor signal.

13. A game machine comprising the display apparatus for a game machine as defined in claim 10.

14. A display method comprising the steps of:  
projecting a moving image on a predetermined area of a game board of a game machine; and

projecting a still image on the game board outside of the predetermined area;

wherein at least one of a position, a number, and a size of said predetermined area is changed at a predetermined time while the moving image and the still image are displayed.

15. A display method as defined in claim 14, wherein said predetermined time corresponds to a change in a state of a game being

played on said game machine.

16. A display method as defined in claim 14, wherein said predetermined time corresponds to at least one of a player approaching said game machine and a player leaving said game machine.

17. A display method as defined in claim 14 wherein at least one of said moving and still images further comprises at least one of a broadcast and a distributed image.

18. A display apparatus comprising:  
a projection mechanism that projects an image on a game board of a game machine; and

a control unit that causes the projection mechanism to project a moving image on a predetermined area of the game board and a still image on the game board outside the predetermined area;

wherein said control unit changes at least one of a position, a number, and a size of said predetermined area at a predetermined time while the moving and the still images are displayed.

19. A display apparatus for a game machine as defined in claim 18, wherein said predetermined time corresponds to a game state change in the game machine.

20. A display apparatus for a game machine as defined in claim 18,

wherein at least one of said moving and said still images further comprises at least one of a broadcast and a distributed image.

21. A display apparatus for a game machine as defined in claim 18, further comprising a sensor communicating with said control unit and sensing at least one of a player approaching said game machine and a player leaving said game machine and wherein said predetermined time corresponds to a signal from said sensor.